

FIG. 1

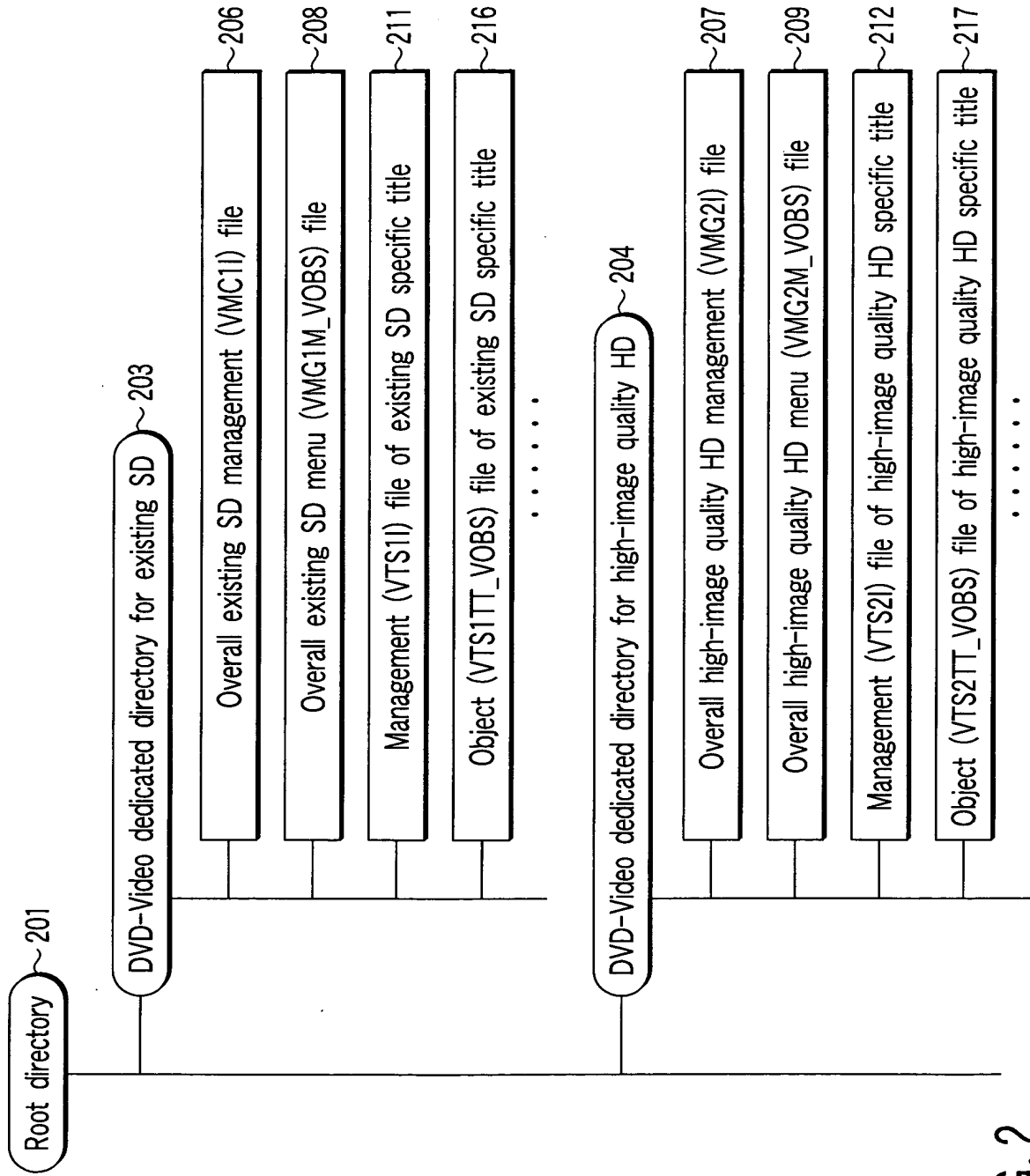


FIG. 2

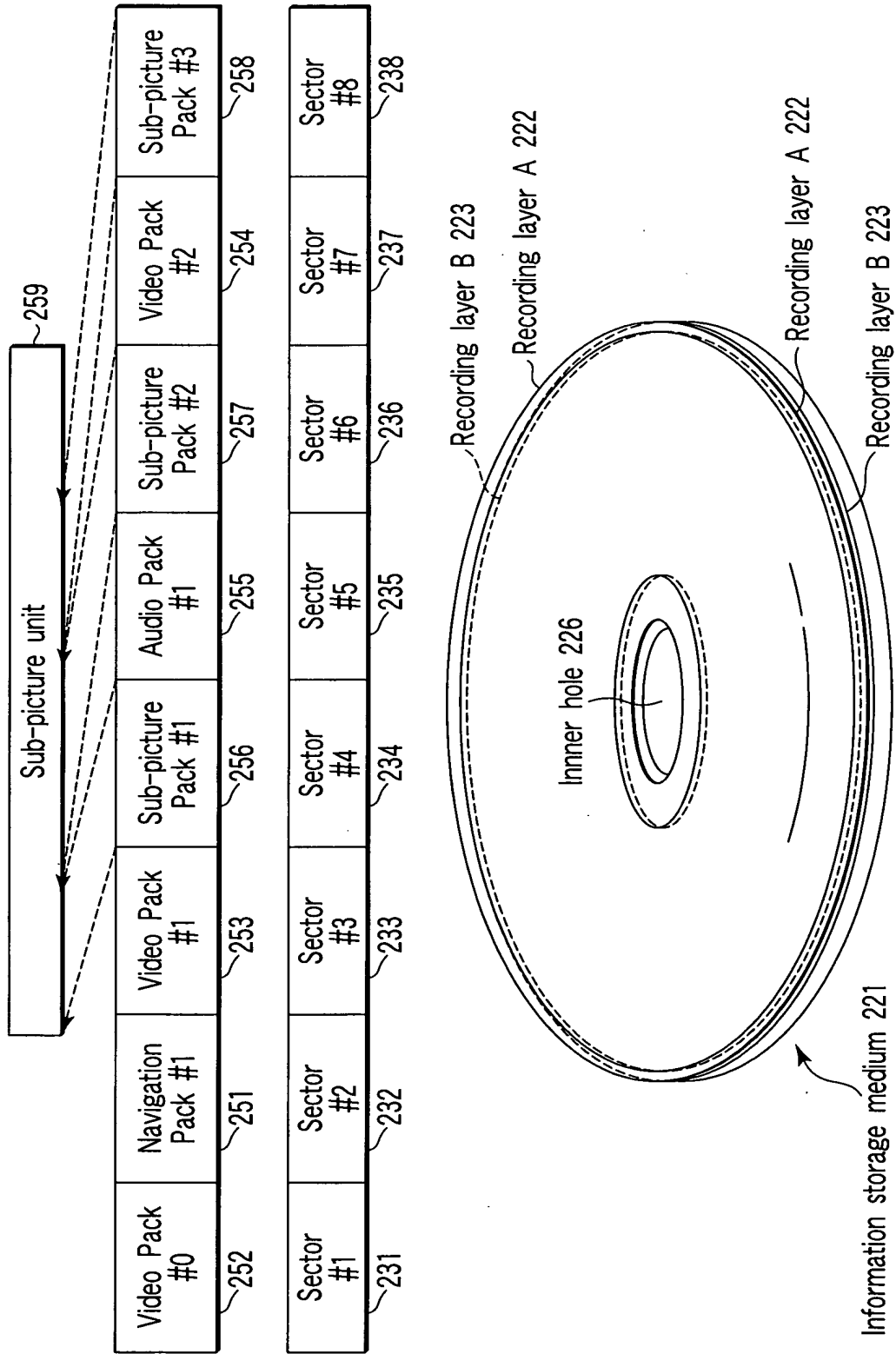


FIG. 3

Compression rule explanatory view (1)

d0	d1	d2	d3
Number of successive pixels		Pixel data	

FIG. 4A

Compression rule explanatory view (2)

d0	d1	d2	d3	d4	d5	d6	d7
0	0	Number of successive pixels				Pixel data	

FIG. 4B

Compression rule explanatory view (3)

d0	d1	d2	d3	d4	d5	d6	d7	d8	d9	d10	d11
0	0	0	0	Number of successive pixels						Pixel data	

FIG. 4C

Compression rule explanatory view (4)

d0	d1	d2	d3	d4	d5	d6	d7	d8	d9	d10	d11	d12	d13	d14	d15
0	0	0	0	0	0	Number of successive pixels								Pixel data	

FIG. 4D

Compression rule (5)

d0	d1	d2	d3	d4	d5	d6	d7	d8	d9	d10	d11	d12	d13	d14	d15
0	0	0	0	0	0	0	0	0	0	0	0	0	0	Pixel data	

FIG. 4E

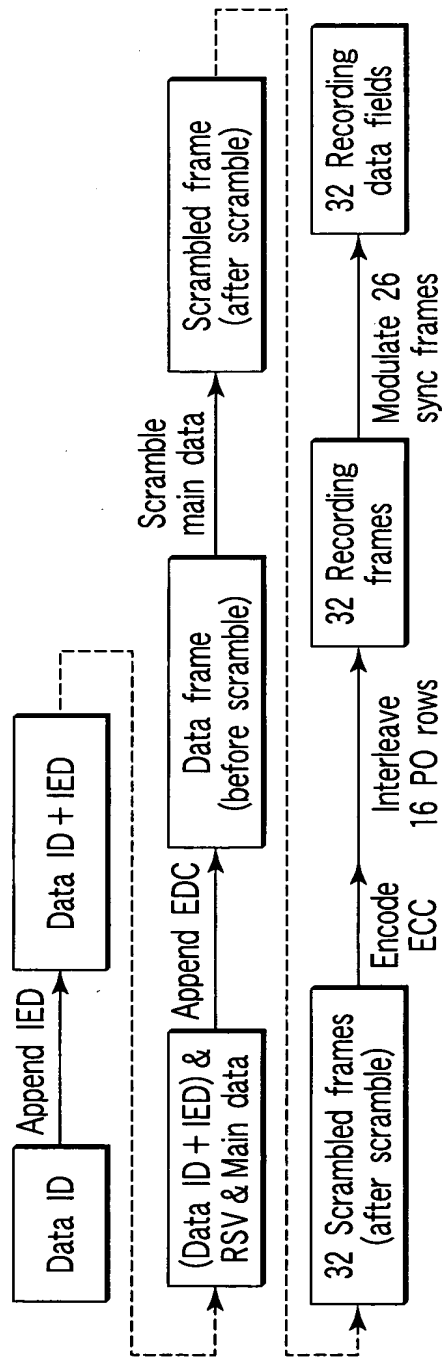


FIG. 5

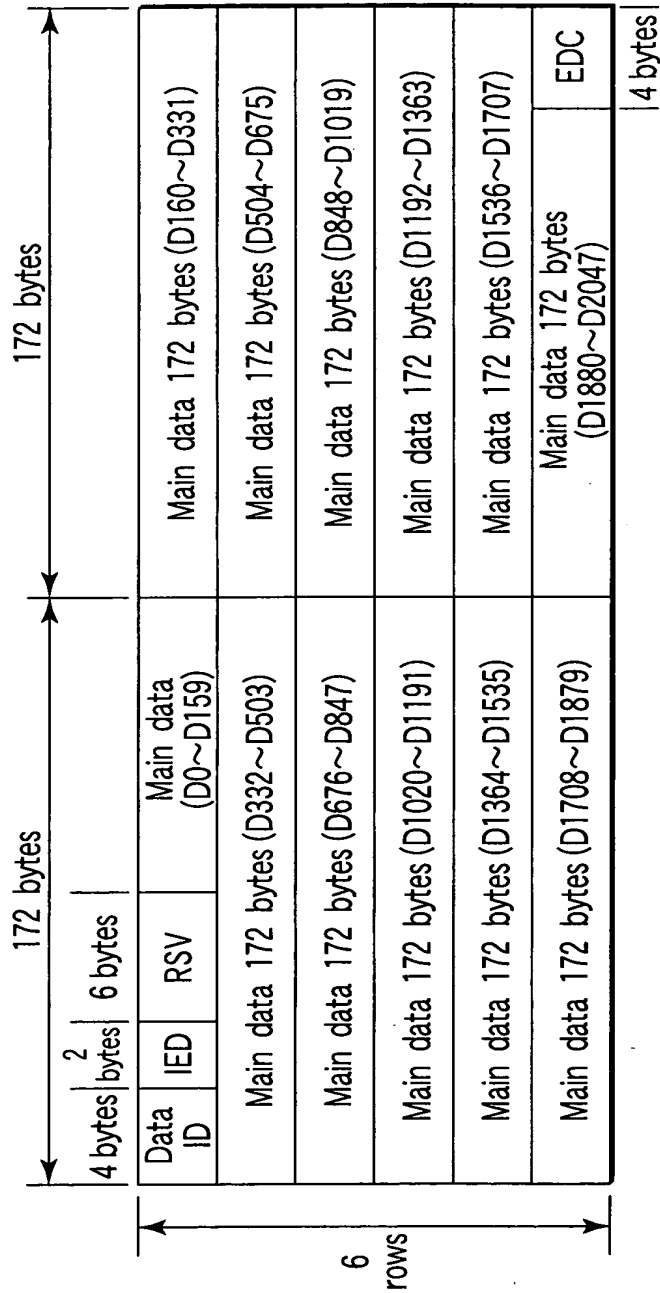


FIG. 6

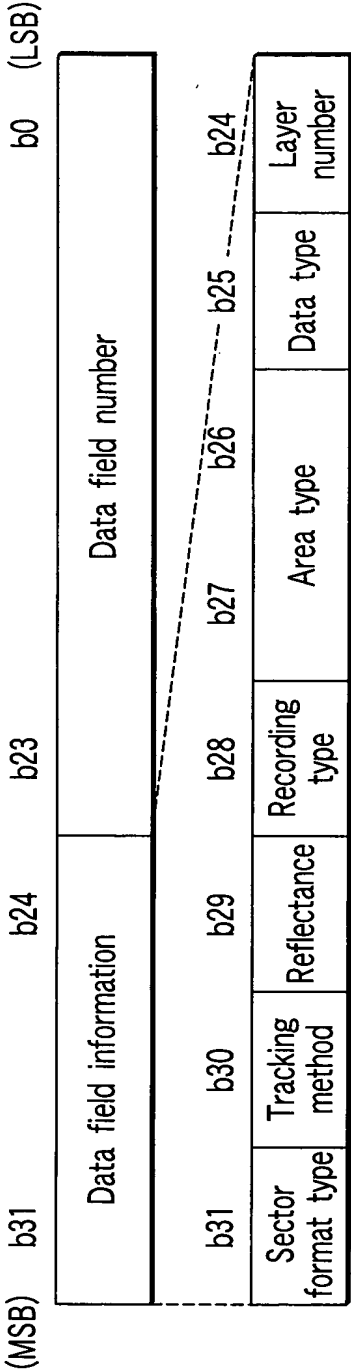


FIG. 7

Area	Contents
Embossed data zone	Sector number
Defect management area	Sector number
Disc identification zone	Sector number
Used block of data area	LSN + 031000h
Unused block of data area	State 1 : first 3 bits = 0, incremented number follows State 2 : from 00 0000h to 00 00Hh State 3 : unrecorded

FIG. 8

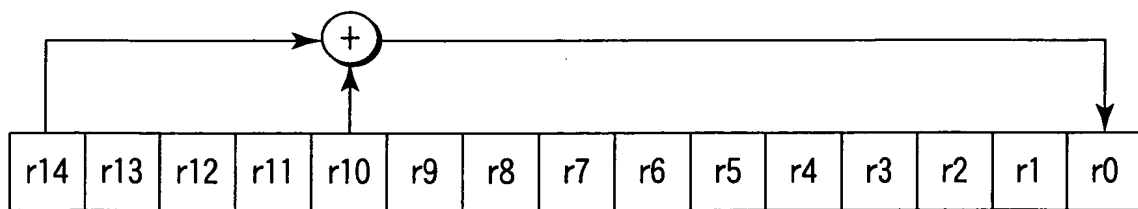
Area		Contents
Embossed data zone		Reserved
Rewritable data zone	Lead-in area Lead-out area	Reserved
	Data area	0b : general data 1b : real-time data

FIG. 9

Initial preset number	Initial preset value	Initial preset number	Initial preset value
0h	0001h	8h	0010h
1h	5500h	9h	5000h
2h	0002h	0Ah	0020h
3h	2A00h	0Bh	2001h
4h	0004h	0Ch	0040h
5h	5400h	0Dh	4002h
6h	0008h	0Eh	0080h
7h	2800h	0Fh	0005h

Initial value of shift register

FIG. 10A



Feedback shift register

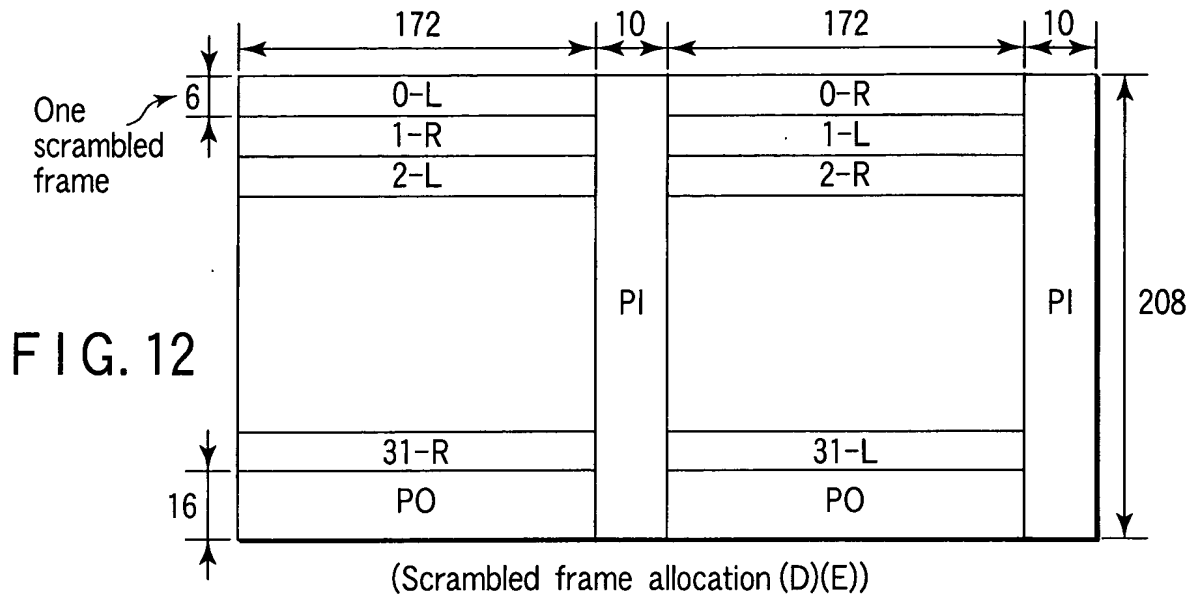
FIG. 10B

172 bytes				10 bytes				172 bytes				10 bytes			
PI				PI											
B0,0		B0,171	B0,172		B0,181	B0,182		B0,353	B0,354		B0,363				
B1,0		B1,171	B1,172		B1,181	B1,182		B1,353	B1,354		B1,363				
B2,0		B2,171	B2,172		B2,181	B2,182		B2,353	B2,354		B2,363				
B189,0		B189,171	B189,172		B189,181	B189,182		B189,353	B189,354		B189,363				
B190,0		B190,171	B190,172		B190,181	B190,182		B190,353	B190,354		B190,363				
B191,0		B191,171	B191,172		B191,181	B191,182		B191,353	B191,354		B191,363				
B192,0		B192,171	B192,172		B192,181	B192,182		B192,353	B192,354		B192,363				
B207,0		B207,171	B207,172		B207,181	B207,182		B207,353	B207,354		B207,363				
192 rows				PO				16 rows							

(ECC block structure (D,E))

FIG.11





Even Recorded data field:

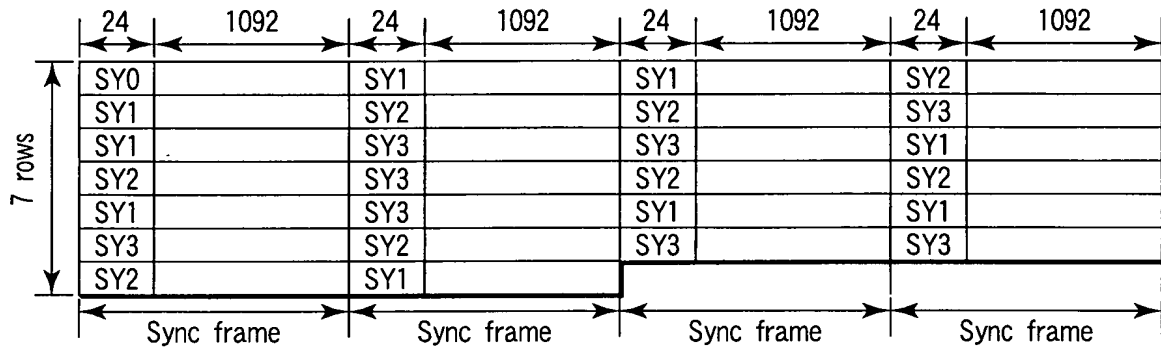


FIG. 14A

Odd Recorded data field:

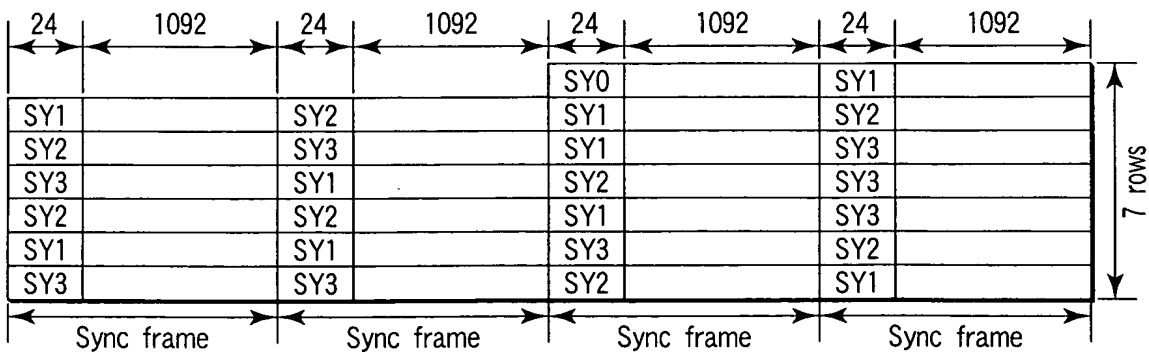


FIG. 14B

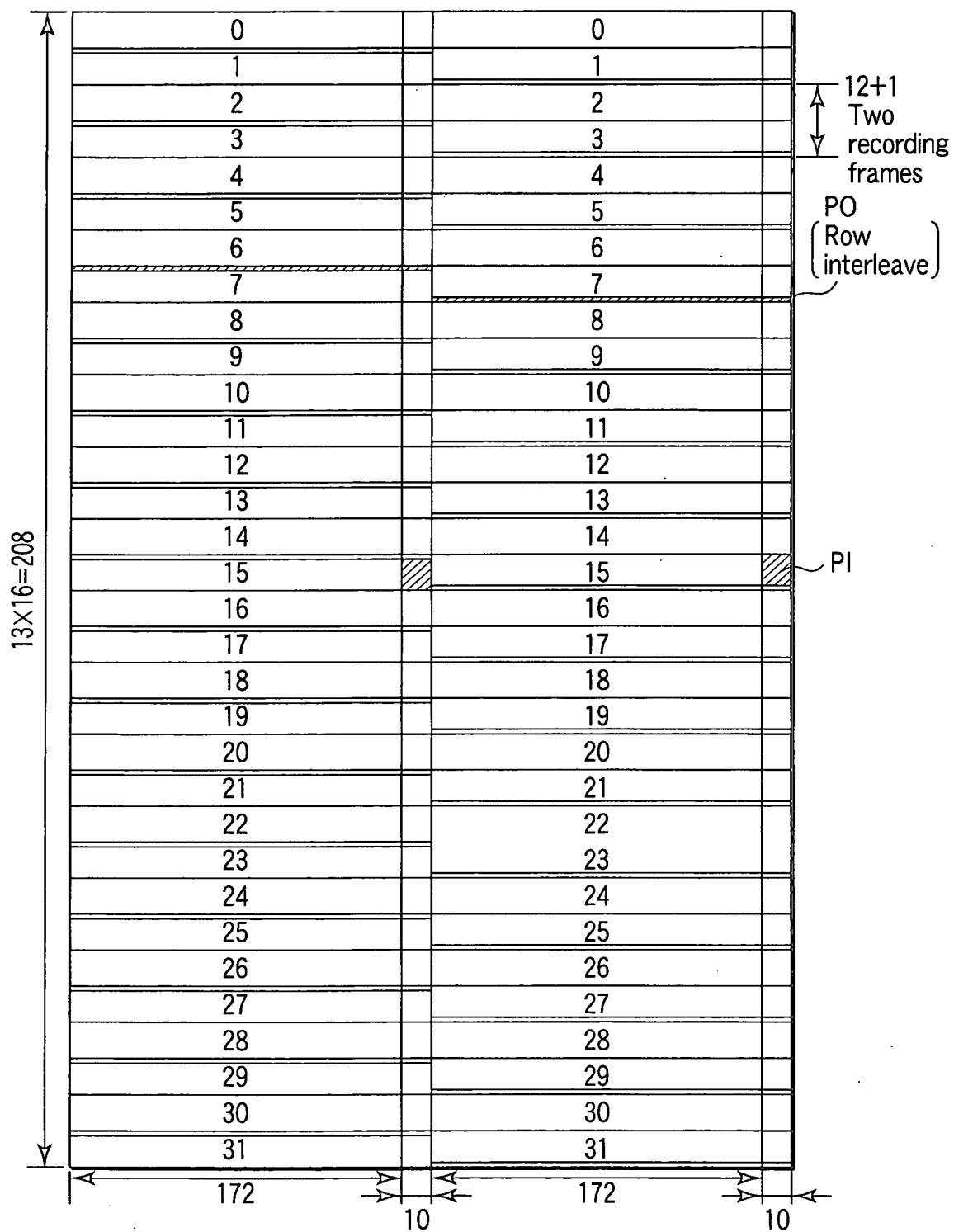


FIG. 13

<u>State0</u>		(MSB) Primary SYNC codes (LSB)		(MSB) Secondary SYNC codes (LSB)	
SY0	=	000010	101000 000000 001001 /	000010	001000 000000 001001
SY1	=	100001	001000 000000 001001 /	100010	101000 000000 001001
SY2	=	100100	001000 000000 001001 /	101000	101000 000000 001001
SY3	=	101000	001000 000000 001001 /	101010	001000 000000 001001
<u>State1</u>		(MSB) Primary SYNC codes (LSB)		(MSB) Secondary SYNC codes (LSB)	
SY0	=	000100	101000 000000 001001 /	000100	001000 000000 001001
SY1	=	001001	001000 000000 001001 /	001010	101000 000000 001001
SY2	=	010000	101000 000000 001001 /	010000	001000 000000 001001
SY3	=	010100	001000 000000 001001 /	010101	001000 000000 001001

FIG.15

Comparison of combination patterns (column direction) of successive sync codes (1)  
— upon moving between sectors —

Latest sync frame number	00	01	02	03	04	05	06	07	08	09	10	11	12
Sync code number two codes before	2	1	0	1	1	2	1	2	2	3	1	3	3
Sync code number one code before	1	0	1	1	2	1	2	2	3	1	3	3	1
Latest sync code number	0	1	1	2	1	2	2	3	1	3	3	1	2
Number of code changes between neighboring patterns	3	2	2	2	3	2	2	2	3	2	2	2	3
Number of code changes shifted by one frame	2	2	2	1	1	2	3	2	2	2	3	3	2

Latest sync frame number	13	14	15	16	17	18	19	20	21	22	23	24	25
Sync code number two codes before	1	2	3	2	2	1	3	1	1	3	2	3	3
Sync code number one code before	2	3	2	2	1	3	1	1	3	2	3	3	2
Latest sync code number	3	2	2	1	3	1	1	3	2	3	3	2	1
Number of code changes between neighboring patterns	3	2	2	2	3	2	2	2	3	2	2	2	3
Number of code changes shifted by one frame	2	2	3	2	2	2	3	2	2	2	3	3	2

FIG. 16

Comparison of combination patterns (column direction) of successive sync codes (2)  
— upon extending across guard area —

Latest sync frame number	00	01	02	03	04	05	06	07	08	09	10	11	12
Sync code number two codes before	1	1	0	1	1	2	1	2	2	3	1	3	3
Sync code number one code before	1	0	1	1	2	1	2	2	3	1	3	3	1
Latest sync code number	0	1	1	2	1	2	2	3	1	3	3	1	2
Number of code changes between neighboring patterns	2	2	2	2	3	2	2	2	3	2	2	2	3
Number of code changes shifted by one frame	2	2	2	1	1	2	3	2	2	2	3	3	2

Latest sync frame number	13	14	15	16	17	18	19	20	21	22	23	24	25	PA
Sync code number two codes before	1	2	3	2	2	1	3	1	1	3	2	3	3	2
Sync code number one code before	2	3	2	2	1	3	1	1	3	2	3	3	2	1
Latest sync code number	3	2	2	1	3	1	1	3	2	3	3	2	1	1
Number of code changes between neighboring patterns	3	2	2	2	3	2	2	2	3	2	2	2	2	2
Number of code changes shifted by one frame	2	2	3	2	2	2	3	2	2	2	3	3	3	2

FIG.17

Relationship with abnormal phenomenon upon detection of unexpected combination pattern of sync codes

Abnormal phenomenon contents→ Detected pattern contents↓	Frame shift		Detection error		Tracking error
	Case 1	Case 2	Case 3	Case 4	
Different by only one position from expected pattern	X	○	○	X	—
Match with pattern shifted from expected pattern by $\pm 1$ sync frame	○	○	X	X	X ( $\Delta$ )
(1, 1, 2), (1, 2, 1), (1, 2, 2) or (2, 1, 2)	—	○	—	—	—
Continuity in data ID	(○)	(○)	○	○	X
Continuity of wobble addresses	(○)	(○)	○	○	X

FIG.18

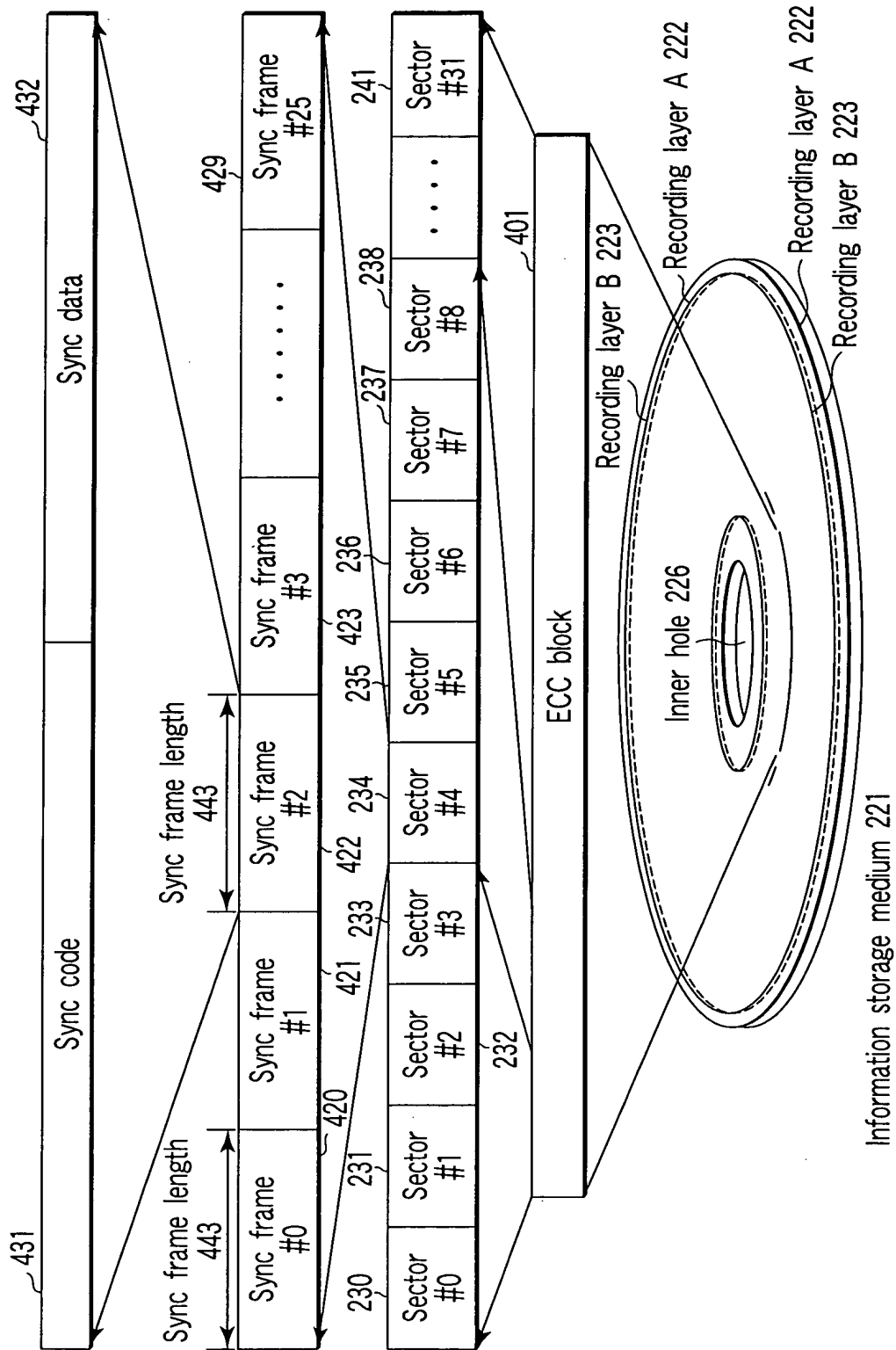
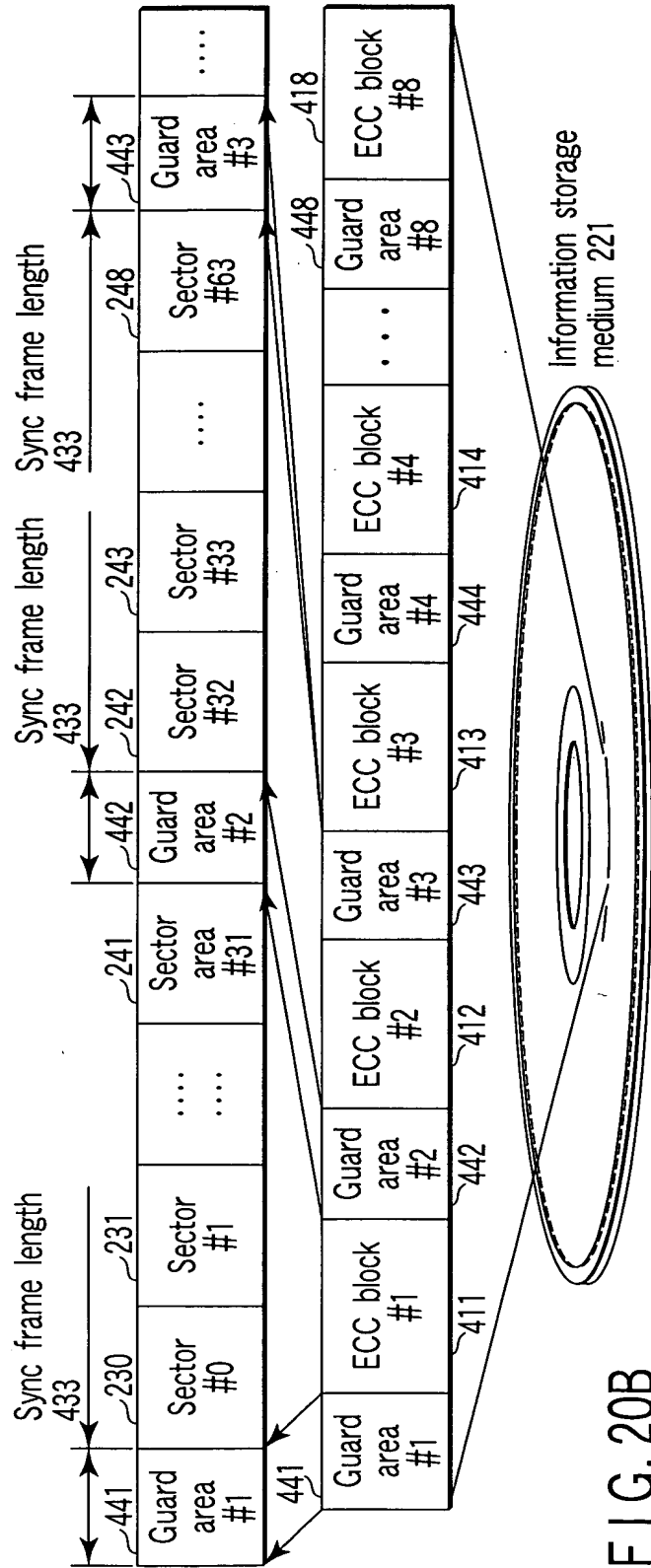
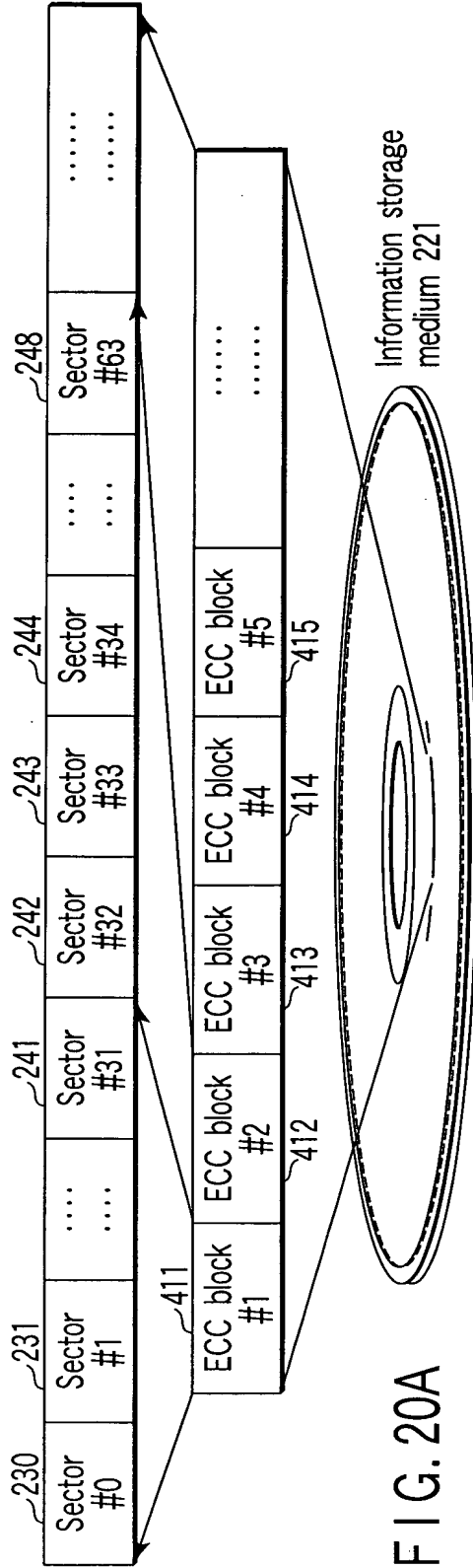


FIG. 19





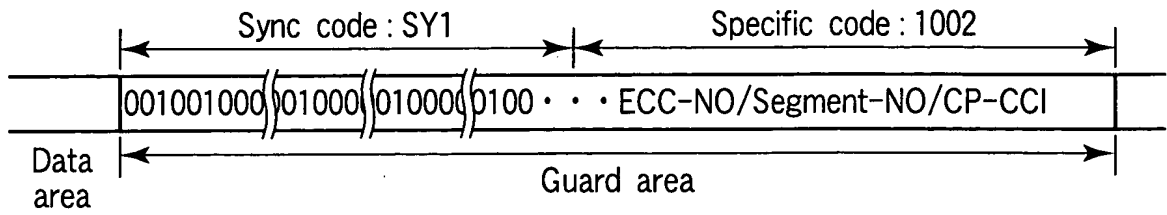


FIG. 21

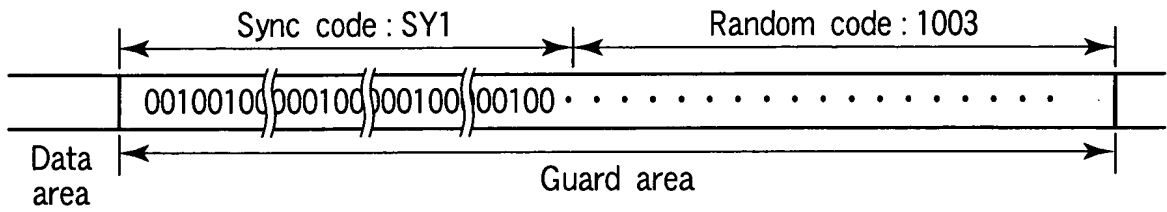


FIG. 22

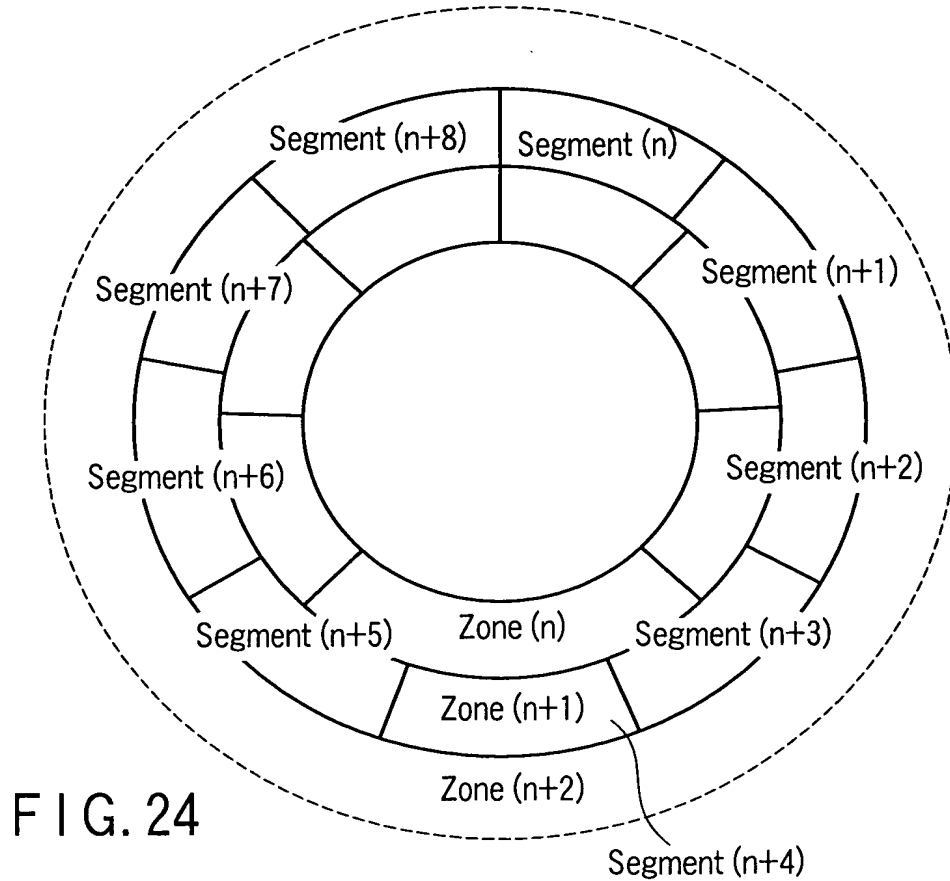
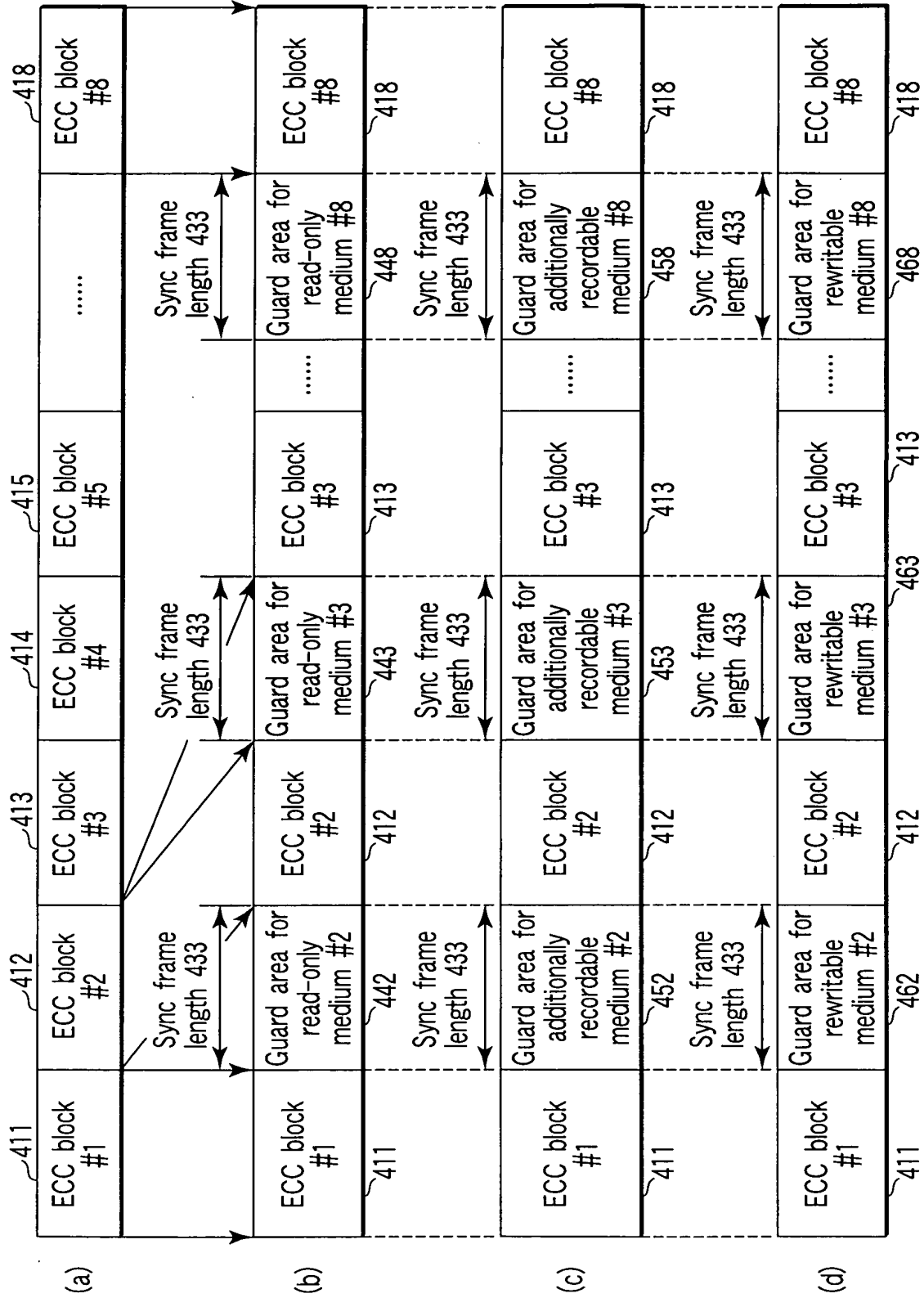
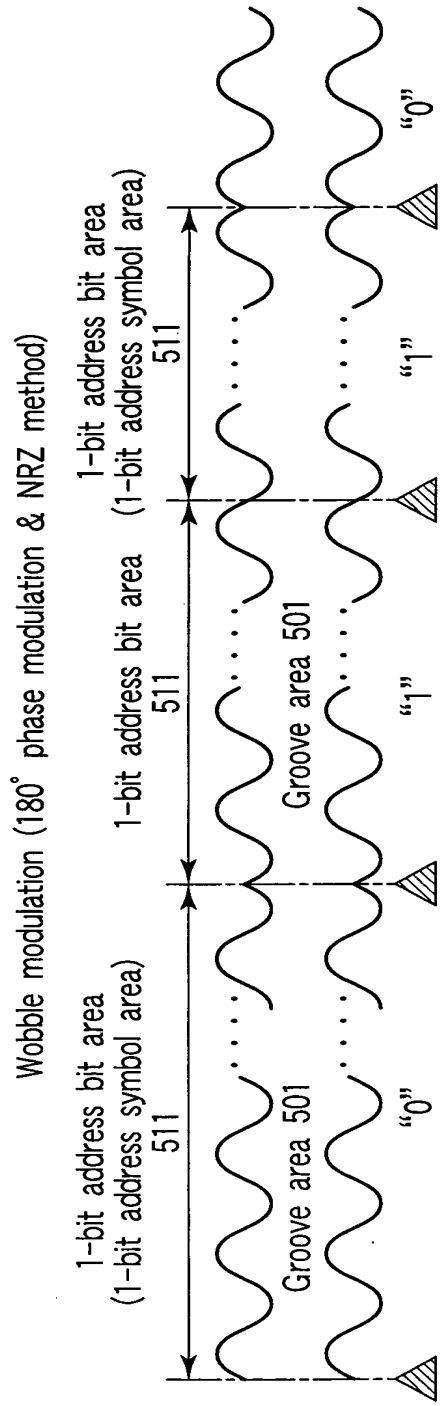


FIG. 24





- ☆ 1-address bit area 511 (expressed by 8 or 12 wobbles)
- ☆ Frequency, amplitude, and phase of wobbles in 1-address bit area 511 = constant throughout area
- ☆ Boundary of 1-address bit area 511 ( $180^\circ$  or  $0^\circ$  phase shift)

FIG. 25

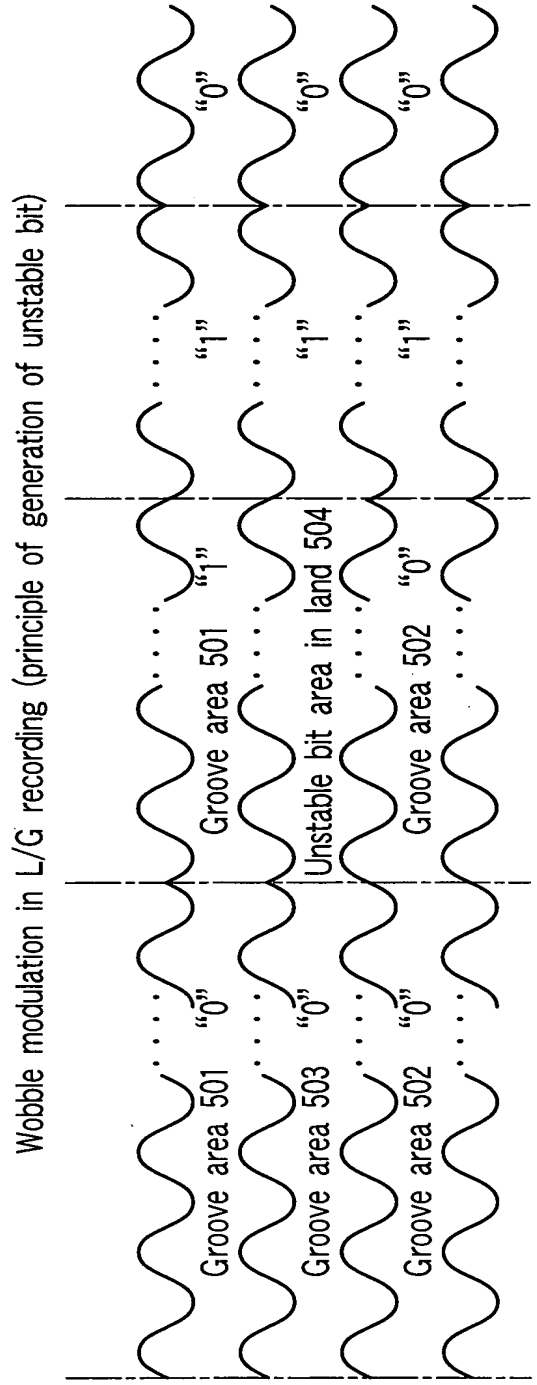


FIG. 26

Gray code example

Decimal value	Conventional binary notation	Gray code notation
0	0000	0000
1	0001	0001
2	0010	0011
3	0011	0010
4	0100	0110
5	0101	0111
6	0110	0101
7	0111	0100
8	1000	1100
9	1001	1101
10	1010	1111
11	1011	1110
12	1100	1010
13	1101	1011
14	1110	1001
15	1111	1000

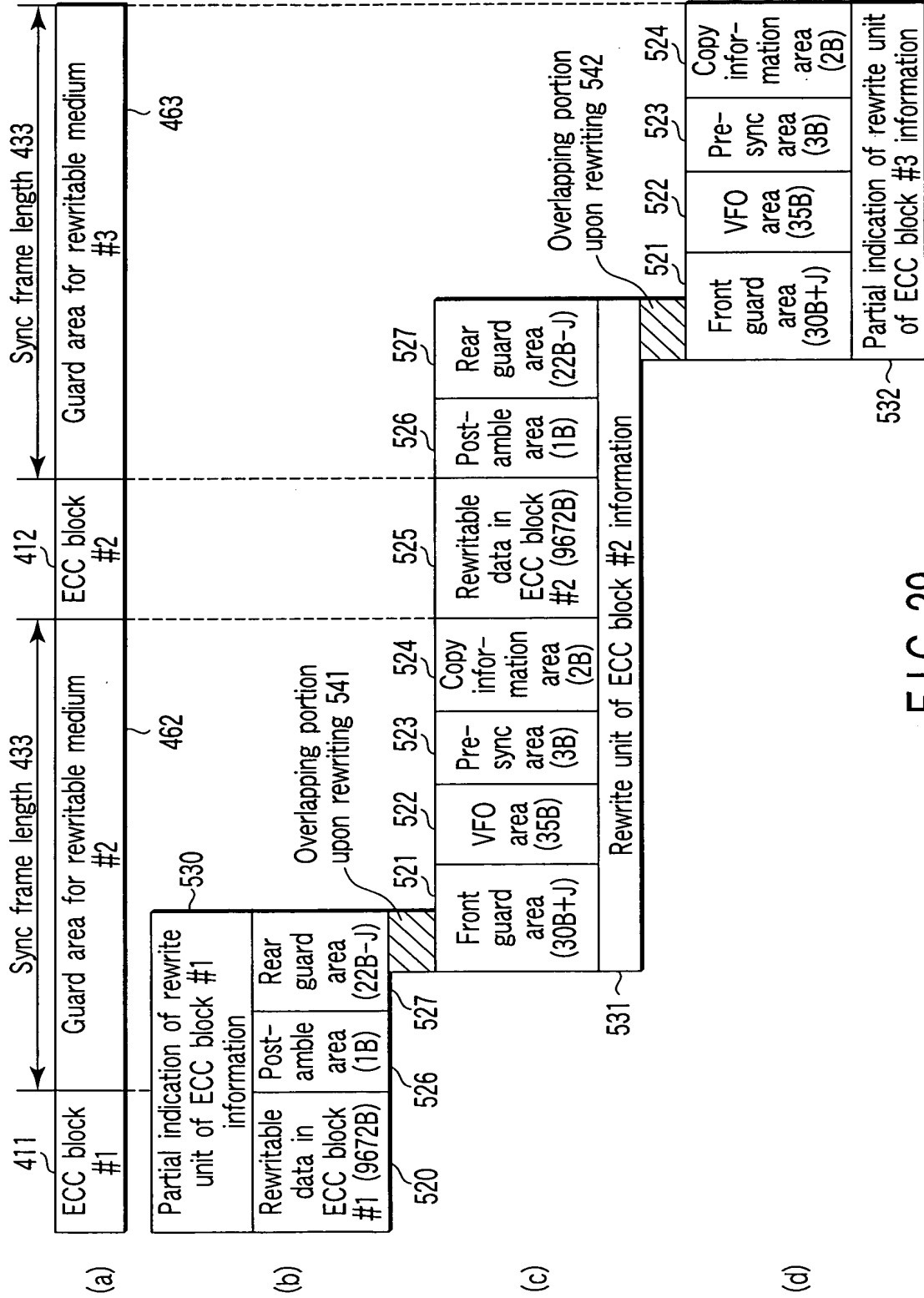
FIG. 27

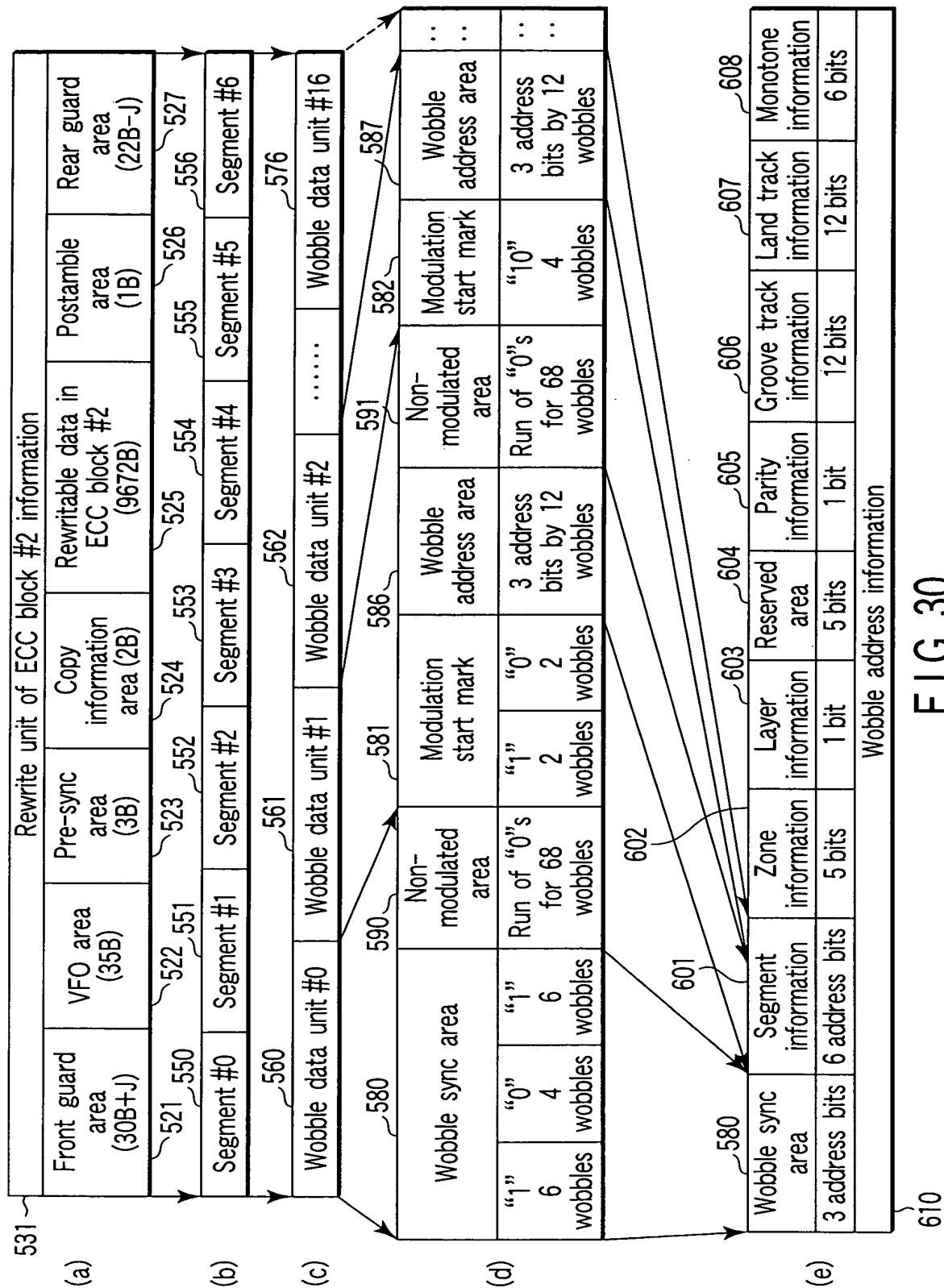
Special track code (present invention)

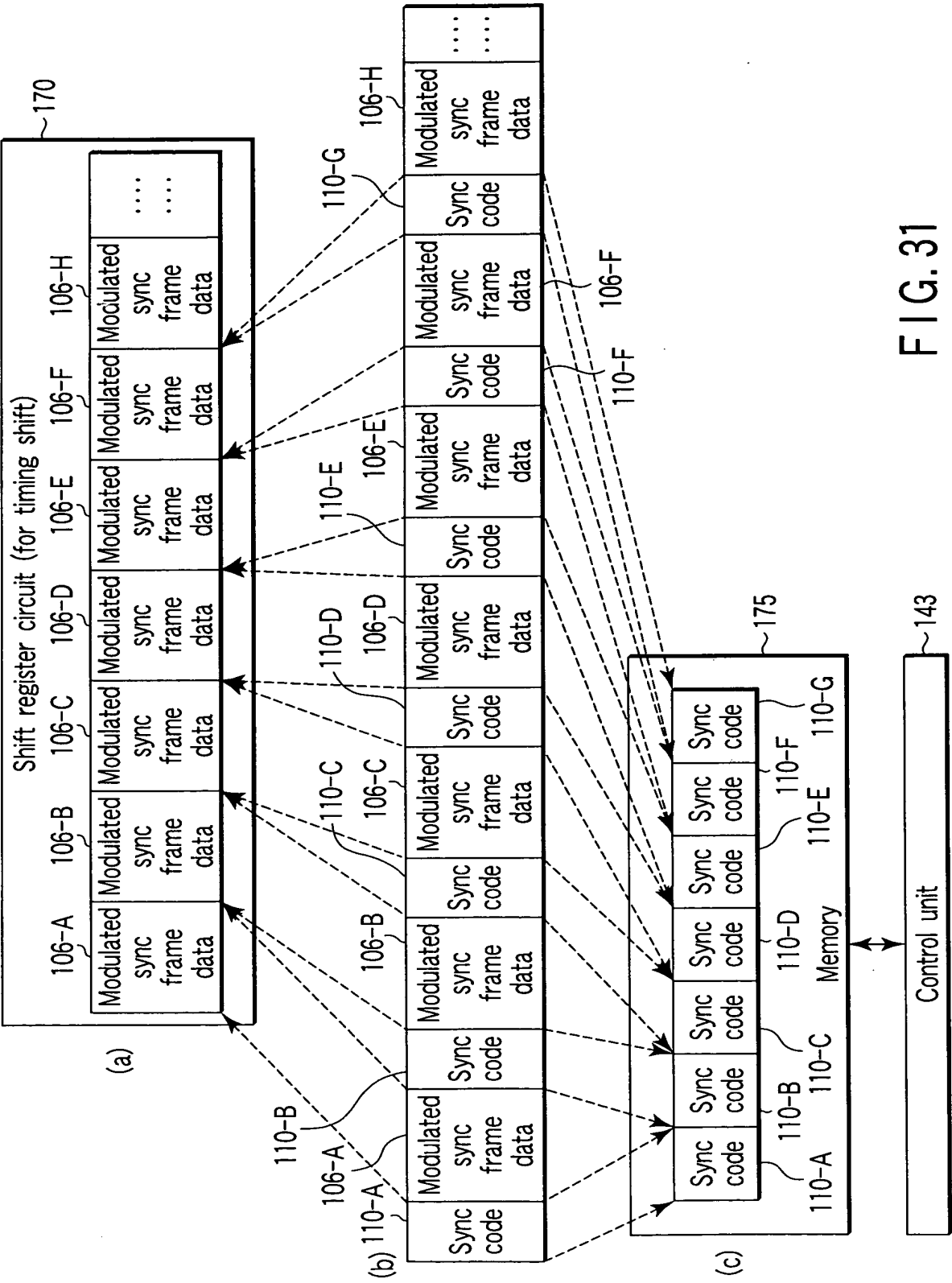
Decimal value	Conventional binary notation	Special track code	Decimal value	Conventional binary notation	Special track code
0	0000	00 ... 0000	1	0001	10 ... 0000
2	0010	00 ... 0001	3	0011	10 ... 0001
4	00100	00 ... 00011	5	00101	10 ... 00011
6	00110	00 ... 00010	7	00111	10 ... 00010
8	01000	00 ... 00110	9	01001	10 ... 00110
10	01010	00 ... 00111	11	01011	10 ... 00111
12	01100	00 ... 00101	13	01101	10 ... 00101
14	01110	00 ... 00100	15	01111	10 ... 00100
16	10000	00 ... 01100	17	10001	10 ... 01100
18	10010	00 ... 01101	19	10011	10 ... 01101
20	10100	00 ... 01111	21	10101	10 ... 01111
22	10110	00 ... 01110	23	10111	10 ... 01110
24	11000	00 ... 01010	25	11001	10 ... 01010
26	11010	00 ... 01011	27	11011	10 ... 01011
28	11100	00 ... 01001	29	11101	10 ... 01001
30	11110	00 ... 01000	31	11111	10 ... 01000

FIG. 28

Note] only most significant bits are different, and remaining lower bits match in "2n" (n: integer value) and "2n+1"









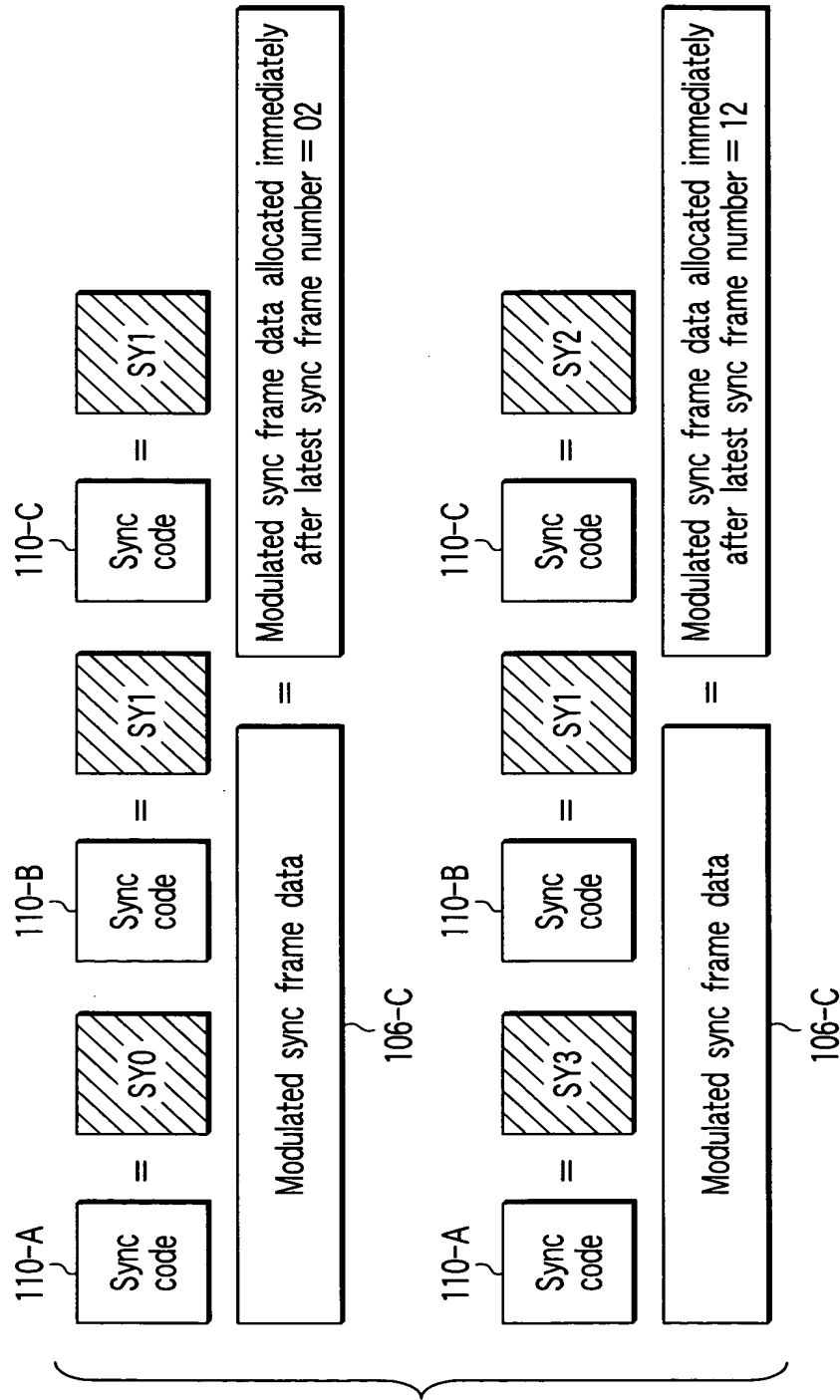


FIG. 32

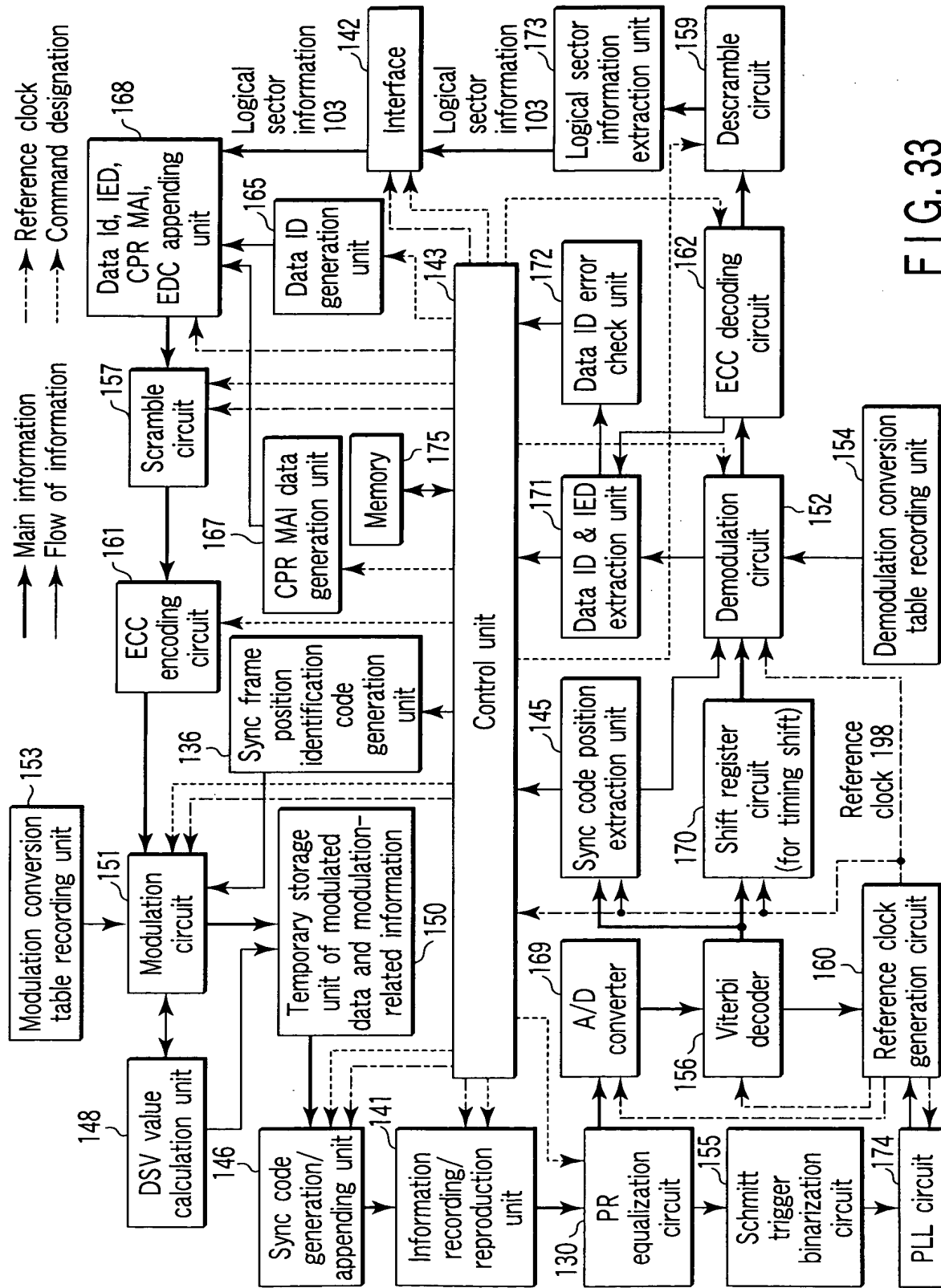


FIG. 33

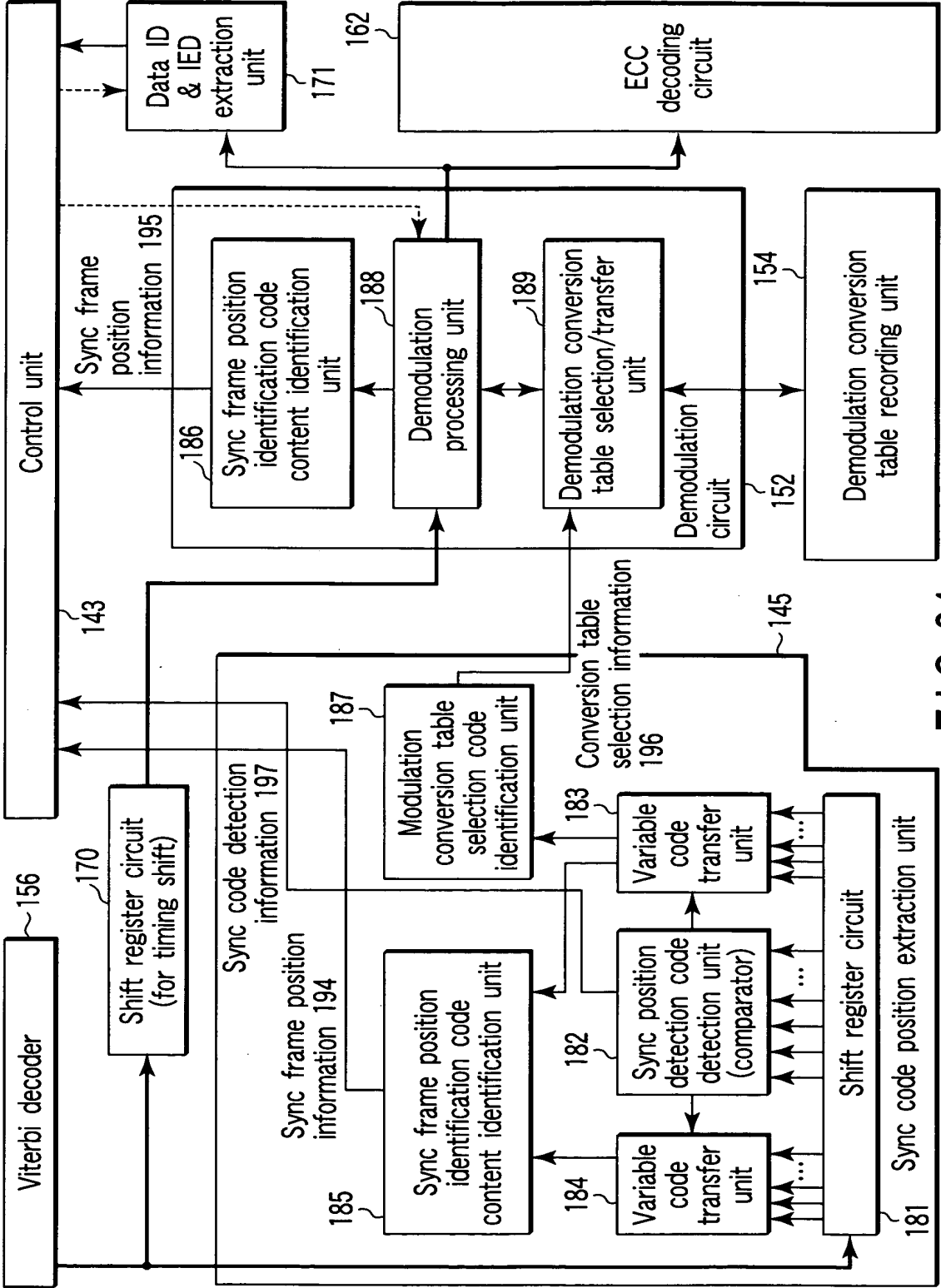


FIG. 34

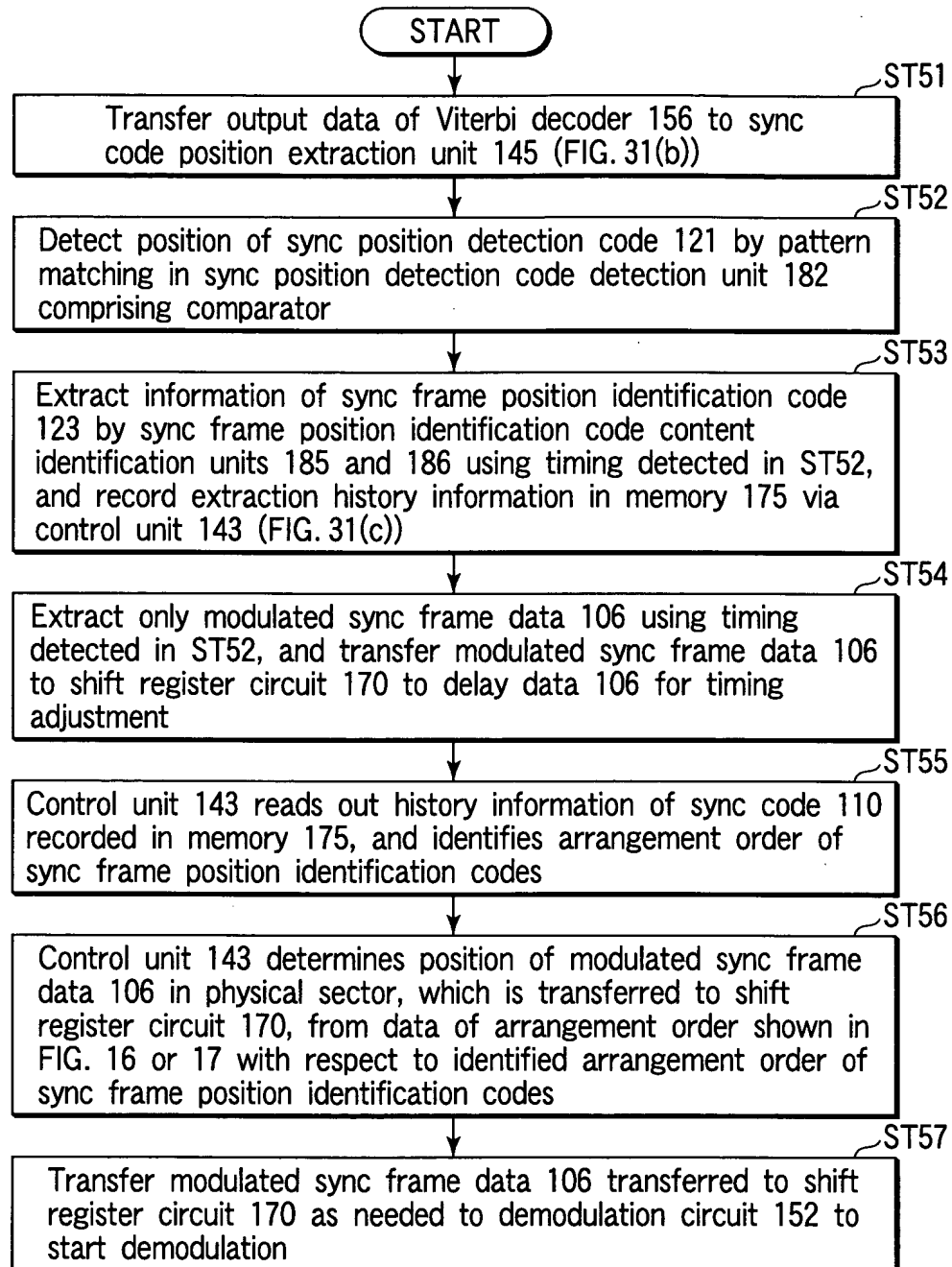


FIG. 35

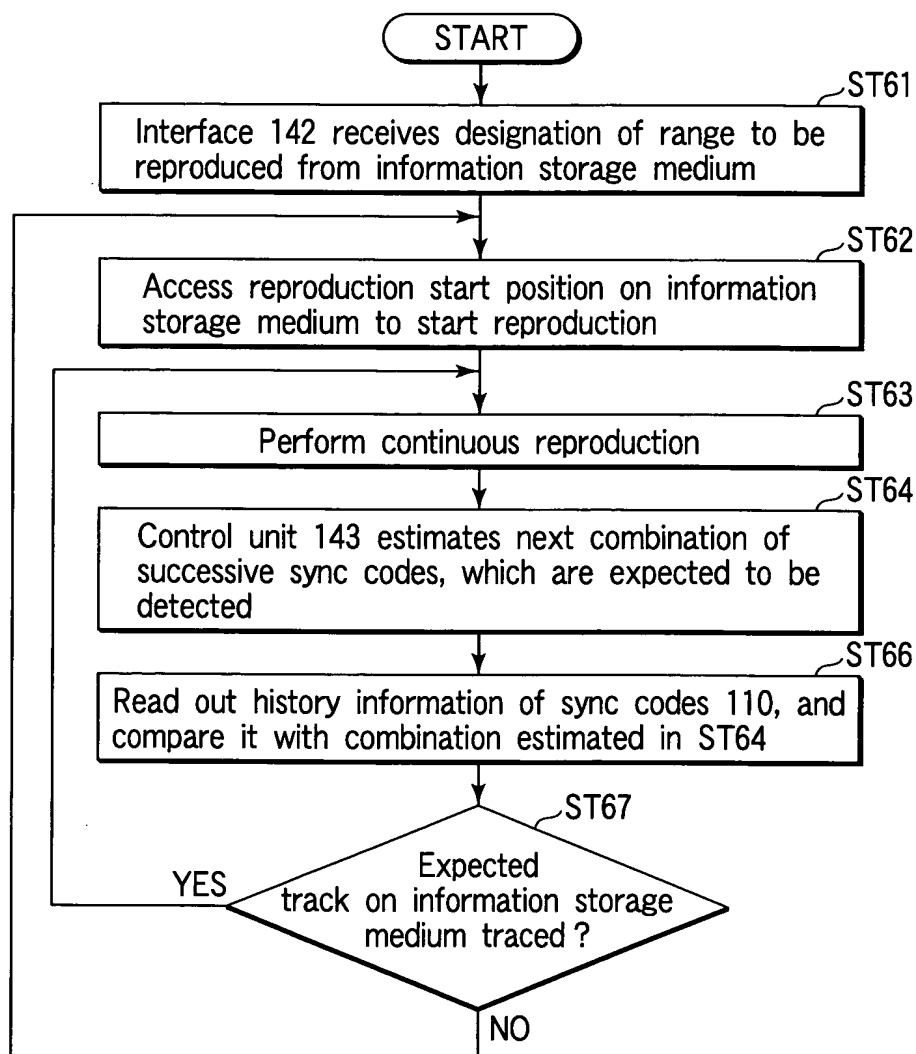


FIG. 36

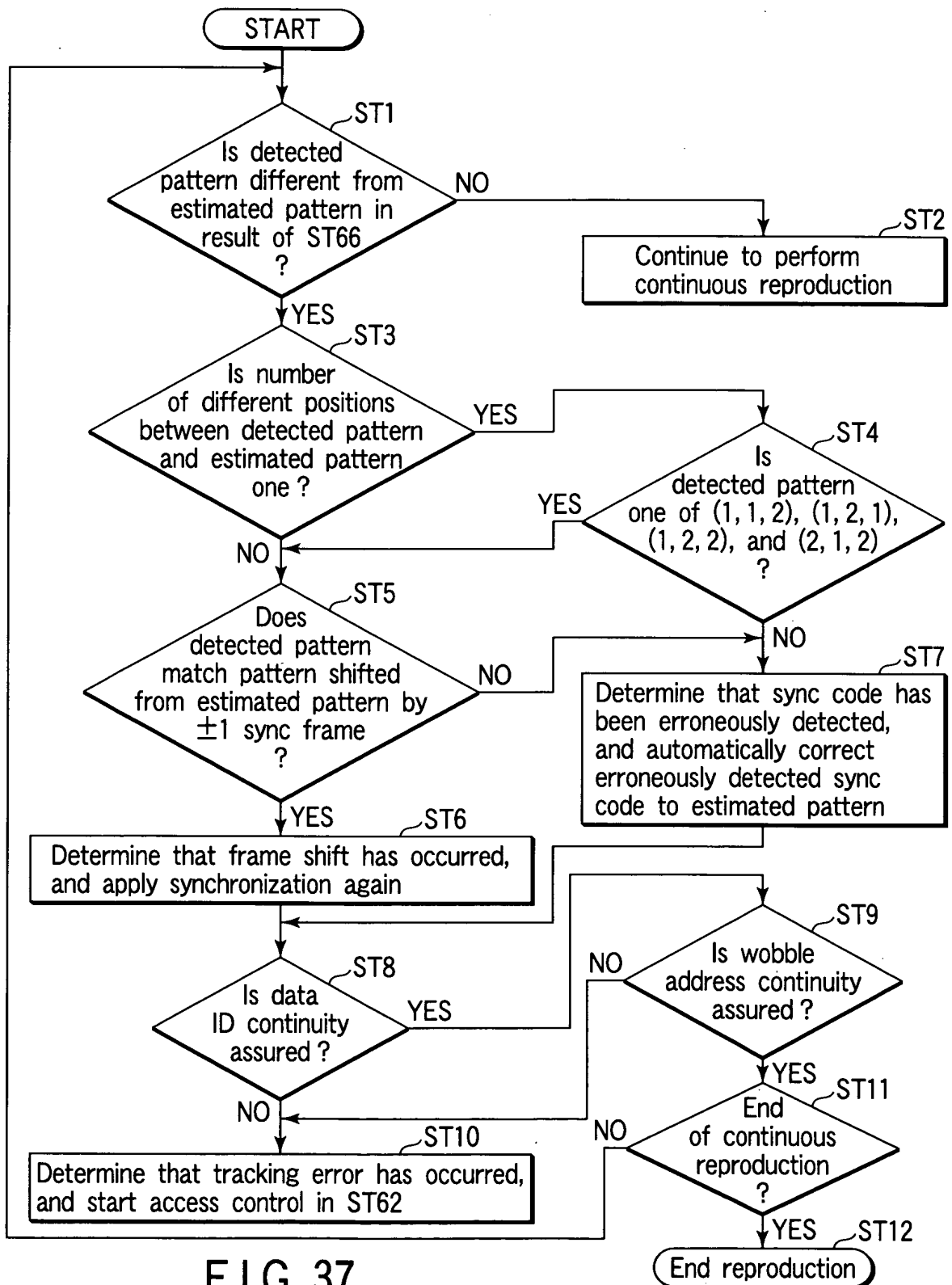


FIG. 37

Combination effect number	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	(13)	(14)	(15)
A) File or folder separation between SD and HD	○		○		○		○		○		△	△	△	△	△
B) 4-bit expression of sub-picture information and compression rule		○		○		○		○		○	△	△	△	△	△
C) Allow to set a plurality of types of recording formats for read-only medium					○	○					○				
D) ECC block structure using product code					○	○	○	○	○	○					○
E) Distribute and allocate data in sectors to a plurality of small ECC blocks							○	○							○
F) Insert different PO group data for respective sectors									○	○					○
G) Segment division structure in ECC block			○	○	○	○	△	△	△	△	○	△	△	△	○
H) Guard area allocation structure between ECC blocks			△	△	○	○					○				
I) Guard areas are recorded to locally overlap each other											○				
J) Number of code changes upon shifting combination of sync codes $\geq 2$	○	○					○	○	○	○					○
K) Set specific condition to address number assignment method													○		
L) L/G recording + wobble modulation	○	○	○	○										○	
M) Distribute and allocate unstable bits also on groove area												○		○	
N) Distribute and allocate unstable bits on land and groove												○			
O) $\pm 90^\circ$ wobble phase modulation															
P) Adopt gray codes or special track codes	○	○													

FIG. 38